

## CLAIMS

What is claimed is:

1. A method for programming media content in a distributed media network, the method comprising:

selecting at least one customized media channel established by a user based on at least one input from said user;

identifying at least one of media, data and service for said selected at least one customized media channel; and

presenting directly in said at least one customized media channel, said identified at least one of media, data and service.

2. The method according to claim 1, further comprising displaying said identified at least one of media, data and service in a channel view corresponding to said at least one customized media channel.

3. The method according to claim 2, further comprising scheduling said display of said identified at least one of media, data and service in said channel view corresponding to said at least one customized media channel.

4. The method according to claim 2, further comprising updating said display with newly available at least one of media, data and service in said channel view corresponding to said at least one customized media channel.

5. The method according to claim 1, further comprising transferring said identified at least one of media, data and service to said at least one customized media channel.

6. The method according to claim 1, further comprising selecting said identified at least one of media, data and service from a third party.

7. The method according to claim 6, further comprising transferring said selected at least one of media, data and service from a storage associated with said third party into said at least one customized media channel.

8. The method according to claim 7, further comprising queuing said at least one of media, data and service prior to said transfer, said queuing based on at least one of a bandwidth usage, a delivery cost and a delivery schedule.

9. The method according to claim 1, further comprising receiving said selection of said identified at least one of media, data and service based on at least one of a device view and a media view.

10. The method according to claim 1, further comprising controlling said presentation of said identified at least one of media, data and service from a graphical user interface corresponding to a channel view.

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11. A machine-readable storage having stored thereon, a computer program having at least one code section for programming media content in a distributed media network, the at least one code section being executable by a machine for causing the machine to perform steps comprising:

selecting at least one customized media channel established by a user based on at least one input from said user;

identifying at least one of media, data and service for said selected at least one customized media channel; and

presenting directly in said at least one customized media channel, said identified at least one of media, data and service.

12. The machine-readable storage according to claim 11, further comprising code for causing display of said identified at least one of media, data and service in a channel view corresponding to said at least one customized media channel.

13. The machine-readable storage according to claim 12, further comprising code for scheduling said display of said identified at least one of media, data and service in said channel view corresponding to said at least one customized media channel.

14. The machine-readable storage according to claim 12, further comprising code for causing update of said display with newly available at least one of media, data and service in said channel view corresponding to said at least one customized media channel.

15. The machine-readable storage according to claim 11, further comprising code for transferring said identified at least one of media, data and service to said at least one customized media channel.

16. The machine-readable storage according to claim 11, further comprising code for selecting said identified at least one of media, data and service from a third party.

17. The machine-readable storage according to claim 16, further comprising code for transferring said selected at least one of media, data and service from a storage associated with said third party into said at least one customized media channel.

18. The machine-readable storage according to claim 17, further comprising code for queuing said at least one of media, data and service prior to said transfer, said

queuing based on at least one of a bandwidth usage, a delivery cost and a delivery schedule.

19. The machine-readable storage according to claim 11, further comprising code for receiving said selection of said identified at least one of media, data and service based on at least one of a device view and a media view.

20. The machine-readable storage according to claim 11, further comprising code for controlling said presentation of said identified at least one of media, data and service from a graphical user interface corresponding to a channel view.

21. A system for programming media content in a distributed media network, the system comprising:

at least one processor that selects at least one customized media channel established by a user based on at least one input from said user;

said at least one processor identifies at least one of media, data and service for said selected at least one customized media channel; and

said at least one processor presents directly in said at least one customized media channel, said identified at least one of media, data and service.

22. The system according to claim 21, wherein said at least one processor displays said identified at least one of media, data and service in a channel view corresponding to said at least one customized media channel.

23. The system according to claim 22, wherein said at least one processor schedules said display of said identified at least one of media, data and service in said channel view corresponding to said at least one customized media channel.

24. The system according to claim 22, wherein said at least one processor causes said display to be updated with newly available at least one of media, data and

service in said channel view corresponding to said at least one customized media channel.

25. The system according to claim 21, wherein said at least one processor transfers said identified at least one of media, data and service to said at least one customized media channel.

26. The system according to claim 21, wherein said at least one processor selects said identified at least one of media, data and service from a third party.

27. The system according to claim 26, wherein said at least one processor transfers said selected at least one of media, data and service from a storage associated with said third party into said at least one customized media channel.

28. The system according to claim 27, wherein said at least one processor queues said at least one of media, data and service prior to said transfer, said queuing based on at least one of a bandwidth usage, a delivery cost and a delivery schedule.

29. The system according to claim 21, wherein said at least one processor receives said selection of said identified at least one of media, data and service based on at least one of a device view and a media view.

30. The system according to claim 21, wherein said at least one processor controls said presentation of said identified at least one of media, data and service from a graphical user interface corresponding to a channel view.

31. The system according to claim 21, wherein said at least one processor is at least one of a media processing system processor, a media peripheral processor, a customized computer processor, a storage system processor and a customized computer executing media exchange software processor.